GLOOMHAVEN ENHANCED

v1.3 Guidebook

Welcome to ***Gloomhaven TTS Enhanced!*** This guide will help familiarize you with the use and features that have both been present since ***Fantasy Setup 2.0*** as well as the new additions in the ***Enhanced*** version. We have tried to be as comprehensive as possible in adding myriad quality of life features. We've also added other content that should help ease and enhance your ***Gloomhaven*** play experience.

If you have any suggestions on new features or are curious about upcoming updates, please feel free to drop a message on the Workshop page! We've worked hard to make this mod's development as inclusive as possible and are always happy to entertain feedback and suggestions.

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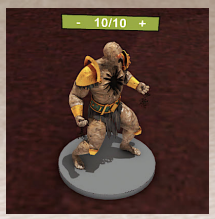
What's New in v1.3?

As a quick overview of the latest additions to this version of ***Gloomhaven Enhanced*** on TTS, here is a short compilation of new features:

Context Menu

Icons in Initiative Tracker

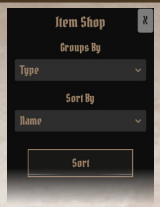
Redesigned Standee UI



Overlay UIs

New Monster Mats

Item Shop Sorting



Envelope X 2.0

Crimson Scales Support

Updated Graphics

One of the first goals of this mod was to correct the visuals on cards. Initially the plan was to correct the visuals for class ability cards. Eventually, though, the goal expanded to address just about every visual element, including abilities, modifiers, quests, events and more.

3D Overlays

Alongside the various cards being refreshed, we've compiled a variety of 3D models and attached them to overlay tiles to create a more immersive gameplay experience! Don't worry, they're physics-enabled so you can place other objects and figures on top of them. **You can set their state to *State 1* to reduce them back to tiles.**

Note: If you open a 3D door while standing on it, it will attach to the top of your figure! To avoid this situation, ensure that you open the door before moving your figure onto it. To correct this if it does happen, simply unlock the door and let it fall back down to its assigned position.

Forgotten Circles 2nd Print

The Gloomhaven expansion set Forgotten Circles received a reprint in June 2020 with various changes to the Diviner class and the expansion's scenarios. Additionally, the reprint split the expansion's sections into their own book. We've adjusted each scenario to adhere to these changes, as well as providing the entire Supplemental Guide if you wish to use it instead of the provided section objects.

Jaws of the Lion Characters

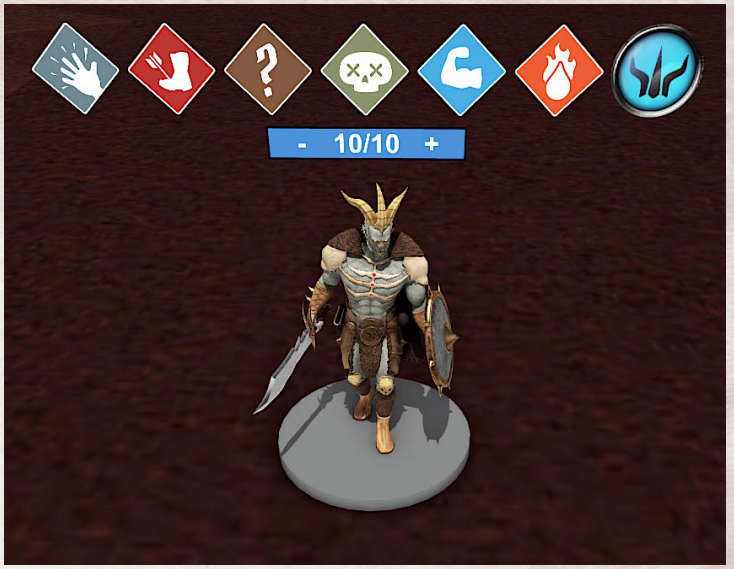
We've included updated ***Gloomhaven: Jaws of the Lion*** characters for your campaign. These are compatible with all of the module's features, including character trackers that will stick to enemies and display appropriately. In a new campaign, these characters would be considered available from the start, usable by players just like the original six Gloomhaven classes and the Forgotten Circles expansion's Diviner class.

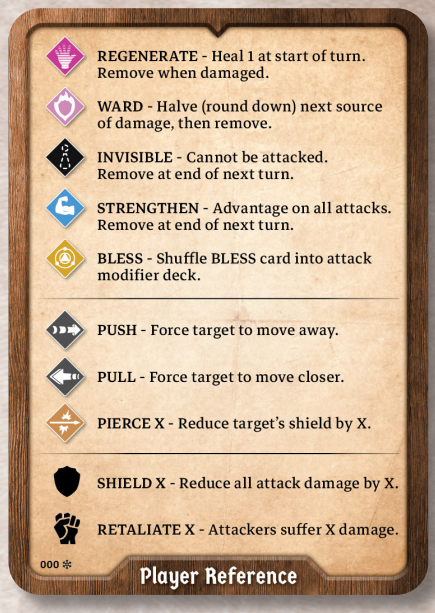
The Favorite
Place one of your character tokens on this card. You may add +3 Attack to any of your ranged attacks by moving the token from this card to the target after the attack ability is resolved. When that target dies, place the token on the hex in which it died. If you loot that hex, return the token to this card.
17
WOUND
Target one adjacent enemy
Move 3
Jump
The Big One
Attack 3
Range 2
37
Move 3
Destroy one adjacent obstacle. If you do, gain and perform
BLESS
Self
Shield Spikes
Each time after an adjacent enemy attacks you, that enemy suffers damage equal to your Shield value.
41
Heal 2
Range 2
Master Influence
The first attack performed in each of your attack granting actions gains Advantage, and you may to add +1 Attack to it. In addition, when you grant monsters attacks, they use your attack modifier deck.
83
BLESS
Range 2
POISON
Range 2

Note: While in this module you will have access to the Jaws of the Lion classes' Level 2-9 abilities without any sort of restriction, please be respectful of those who are concerned about spoilers. In the physical edition of Jaws of the Lion, the level 5-9 abilities for these classes are in separate packaging and would be considered spoilers until the player reaches level 5.

New Indicators

We've expanded the number of Condition Tokens available for use by including the new conditions from ***Frosthaven***. We've also allowed each class' individual tracker to be used on enemies for both "place a character token" actions as well as other miscellaneous uses you might consider.




REGENERATE - Heal 1 at start of turn. Remove when damaged.
WARD - Halve (round down) next source of damage, then remove.
INVISIBLE - Cannot be attacked. Remove at end of next turn.
STRENGTHEN - Advantage on all attacks. Remove at end of next turn.
BLESS - Shuffle BLESS card into attack modifier deck.
PUSH - Force target to move away.
PULL - Force target to move closer.
PIERCE X - Reduce target's shield by X.
SHIELD X - Reduce all attack damage by X.
RETALIATE X - Attackers suffer X damage.
Player Reference

Additional Features

As well as all of these, there are myriad additional changes —

- ***Errata-Corrected Stamina Potions***
- ***Accessible Monster AI Reference***
- ***Organized Access for Forgotten Circles Content***
- ***Easy-to-use Campaign Tracker***
- ***Enhancement Price Calculator (More on p.16)***
- ***Random Dungeon Generator (More on p.22)***
- ***Gloomhaven Official FAQ Document***
- ***Bonus Content by Forgotten Circles designer Marcel Cwertetschka (More on p.23)***
- ***Frequent Steam Workshop Updates!***

In January, 2019 it became "official errata" for English-language versions of Gloomhaven that the Minor Stamina Potion (Item 013) and Major Stamina Potion (Item 034) had their Recover values reduced by one each.
In other language versions of the game this was made properly official in print, but was never updated outside of the FAQ for English.
You will find updated versions of these items for use in this module. Enjoy!
Minor Stamina Potion
Major Stamina Potion

Monster Artificial Intelligence Reference
1. Initial check
2. Find focus
3. Execute Monster abilities (move, attack, and others)

Mod Interface

Many features of the game are access through the interface. Some of these features will be explained in later sections, but first you should familiarize yourself with the basics; the interface menu and the initiative tracker.

Menu

- **Player Interface:** Start/end the round, draw attack modifiers, add bless or curse cards, sort your hand by initiative, declare a long rest, and enable solo mode.
- **Enemy Interface:** Draw attack modifiers, and add bless or curse cards.
- **Game Setup:** Load a scenario or an individual enemy (see p.14).
- **Options:** Configure Gloomhaven Enhanced settings.
- **Camera Controls:** Quick buttons for Scenario, Play Area, and Player Mats.
- **Item Shop:** Opens a panel to sort and filter your available items (see p.8).

Options

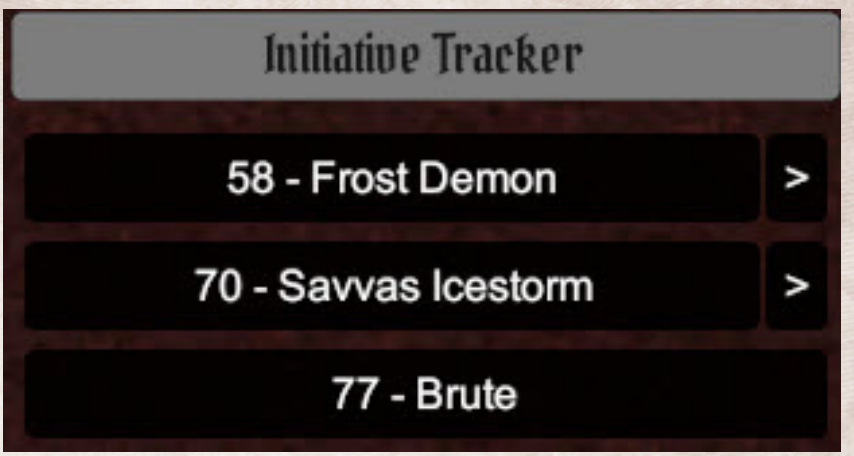
Each option has an explanation if you hover over the selection, but for reference this allows you to control several of the following, with more options not listed:

- Automatically **Change** the page of your scenario book on the table, or **Spawn** a new scenario book set to the correct page
- Play with fully-hidden information or with Rules As Written (room tiles fully placed on start)
- Toggles for 3D terrain and particle effects
- Whether monster types are revealed at the start of a scenario or when they first appear
- Number of battle goals dealt
- Whether ability cards are played face-down or face-up
- Adjust difficulty for solo/open information
- Non-permanent enhancements (as used in Gloomhaven Digital)
- The mat color/image on the table
- Enable Frosthaven style icons

Feel free to send feedback or ideas for other options you'd like to see included.

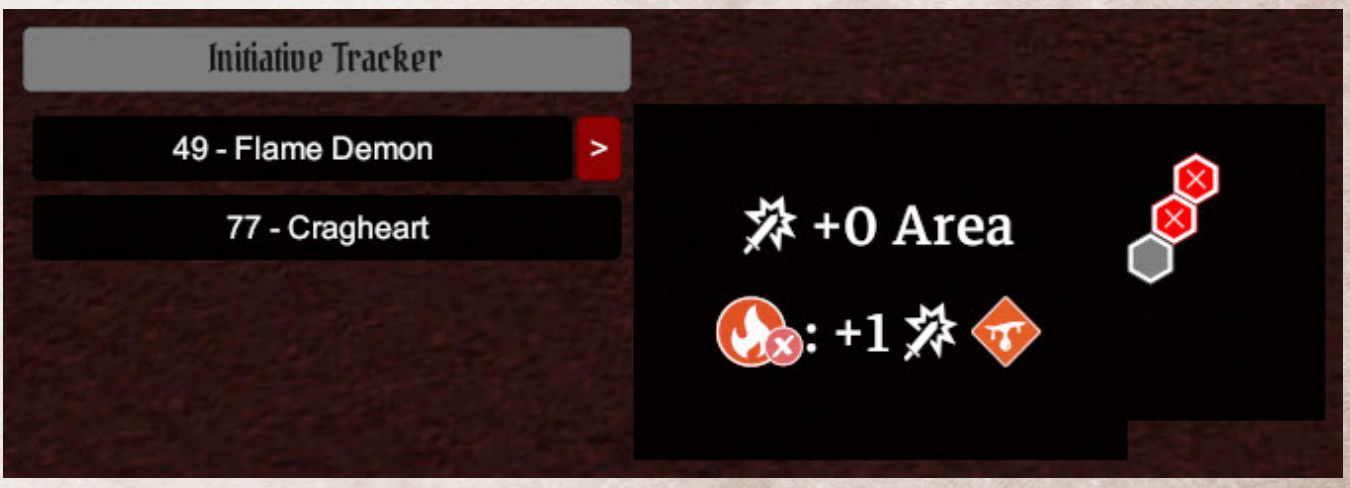
Initiative

The initiative tracker automatically displays the order of each figure when the Start Round button is pressed. If additional enemy actions are drawn, they are automatically added to the initiative tracker.



You can click on each button to turn it red, indicating that the figure(s) have acted. When you do this for a player character, any coins in the hex occupied by that character are automatically looted and moved to the player's character mat.

If you click the arrow next to each enemy's name, a window will appear to show you information about the ability this enemy will perform so that you don't need to pan to the enemy mat.



Starting a New Campaign

Before beginning a new campaign, you'll want to familiarize yourself with the layout of the table and where to locate the components you'll need to begin your game. Developing a firm understanding of the Campaign Manager will make it easy for you to import your campaigns into updated versions of this mod.

Play Area

- Condition trackers (a) are found above the play area. Drag one out of the stack and drop it on top of any figure to denote the condition. Click the indicator above the figure to remove that status. Alternatively, you may add conditions to a figure through the Context Menu (more on p.24).
- Element Toggles (b) are on each side of the area. The left side buttons move an element to the Strong column, while the right side moves them to the Inert column.
- Scenario Won/Lost Buttons (c) for quick cleanup. Right-click these to activate!
- Card Zones (d). When playing cards, place them face down with your Leading Initiative card on the left side. This can be done by flipping your cards with "***F***" and dragging them over. You may also bind a hotkey for playing your 1st and 2nd cards (more on p.21).
- HP and XP toggles (e) are available for each player.
- Monster AMD Buttons (f), which can also be found on the Enemy Interface (more on p.16). Adding Curse/Bless will automatically shuffle the remaining deck!

Card Belts

Event Belt

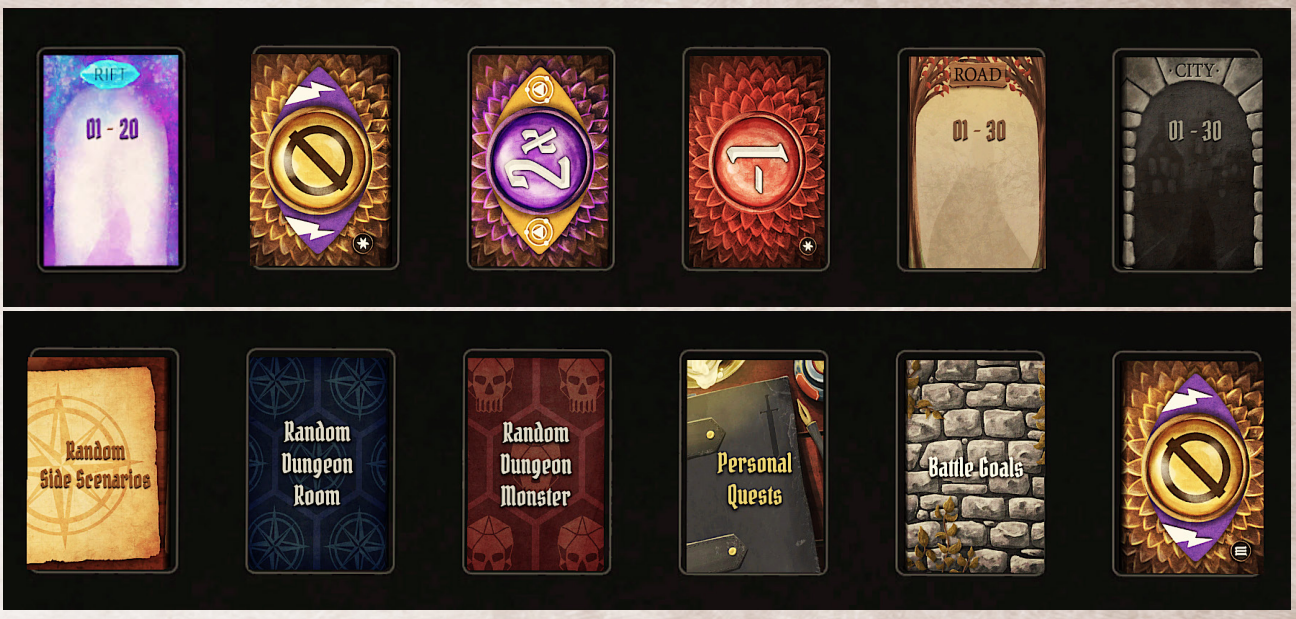
At the top of the screen is a storage belt for Active Events. Remember that after you shuffle and place the first set of events here (1-30), they are not shuffled when you draw events until you add a new event. These belts are important for maintaining a clean migration via the Campaign Manager (p.16).

Don't shuffle when you see this icon! It means "place this card on the bottom of the deck." You can do this by dragging the card, holding the right mouse button, and pressing it against the side of the deck.

This icon indicates the event should be removed from the game. These can be placed between the right card belt and the map.

Right Belt

On the sides of the play area, you will find card belts where particular deck tucks are stored. Note that these store cards individually; you may run into errors if you put grouped cards togther in these storage tucks. If a deck is ever misplaced/destroyed/etc and you want a new copy of that deck, simply remove anything from the belt slot and click the now-empty belt slot to respawn the relevant tuck.

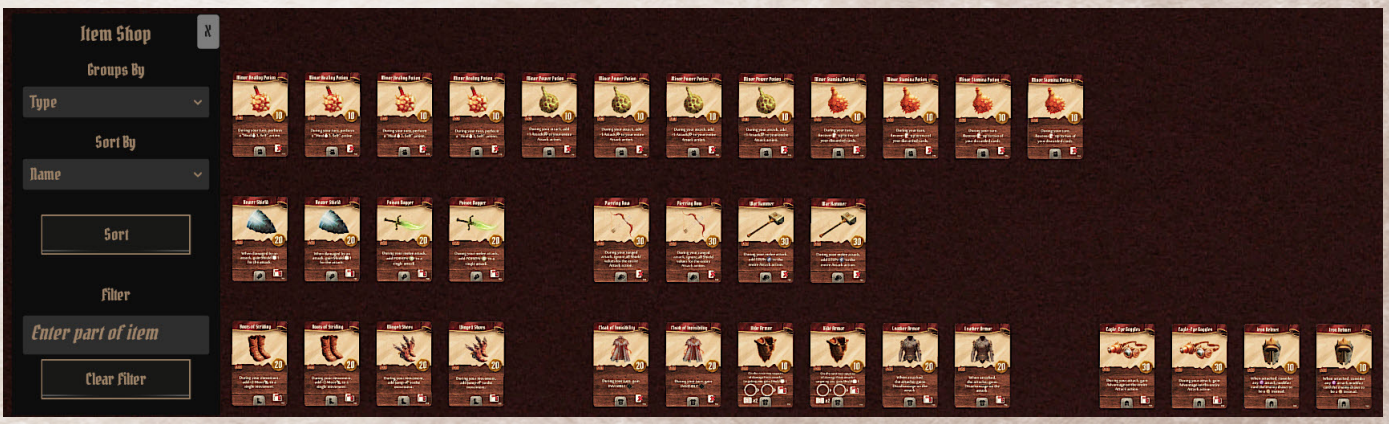


Left Belt

The Left Belt houses all of the shopping and equipment arrangements. At first you only need to unlock the **Prosperity 1** deck by moving all of its cards into the **City Supply** tuck. By clicking on the "**Prosperity X**" label for each category, every item from that category will be spread out at the top of the table for easy viewing. Right-clicking will recall those specific items to the Left Belt.

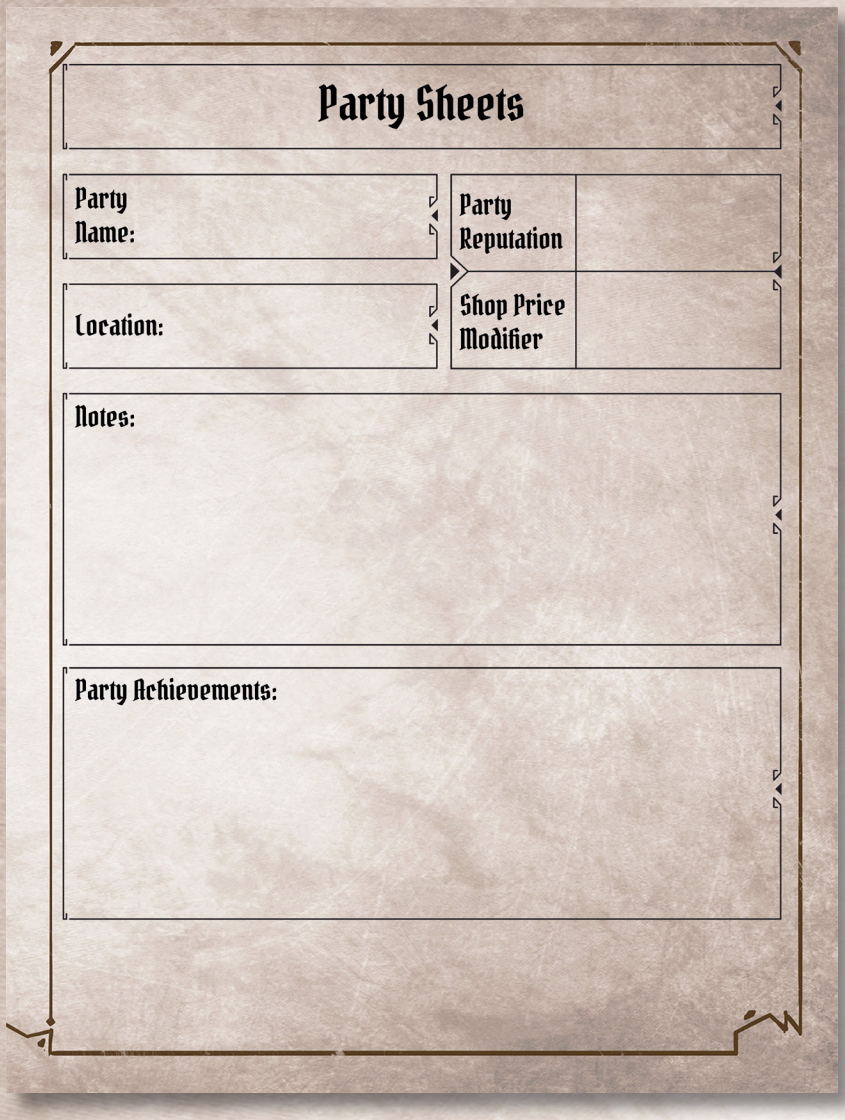
Also on this belt is the "Shop Offer" category, where all items you've unlocked can be kept for spread/recall in the same fashion as the Prosperity categories. You can reorganize items into their Prosperity category by using those buttons or simply keep everything available in this pile.

For Campaign Manager purposes (p.16), you'll likely find it easiest to keep everything you have access to in this particular tuck before migrating to a new save.



Opening the **Item Shop** panel from the interface menu gives you options to organize items into groups by type. You can also sort each group by name, item number, or cost, and you can enter text to filter results.

Party Sheet



On the left side of the table, you'll see a sheet dedicated to tracking information about your party.

Keep information relevant to your party in the "***Notes***" section and the various campaign-based achievements in the "***Party Achievements***" section. To lock the text and prevent accidental overwrites, click the "***Party Sheets***" label.

As you increase the ***"Party Reputation"***, the reminder of your campaign's total shop discount (or markup, if you have negative reputation) is tracked automatically.

Scenario level can be adjusted by clicking on the difficulty setting. Clicking will increase the value and right-clicking will decrease the value. Difficulty ranges between "***Casual***" (Scenario Level -2), "***Easy***" (-1), "***Normal***" (+0), "***Hard***" (+1), "***Very Hard***" (+2), and "***Insane***" (+3). Your ***"Average Party Level"*** and the ***"Open Information"*** toggle are also displayed. Average Party Level is automatically calculated using the level of each unpacked character.

World Map

On the right side of the table is the World Map and its other attachments.

Each Scenario number is its own controller. Clicking any of the numbers on the map will place the scenario sticker for that location, while right-clicking will remove the sticker.

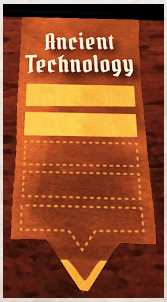
Clicking on the sticker once will mark the scenario complete with a black mark, while clicking on a completed scenario will remove the mark.

Double-clicking will set up the Scenario for play according to your party's current Scenario Level (including difficulty modifiers) and player count.

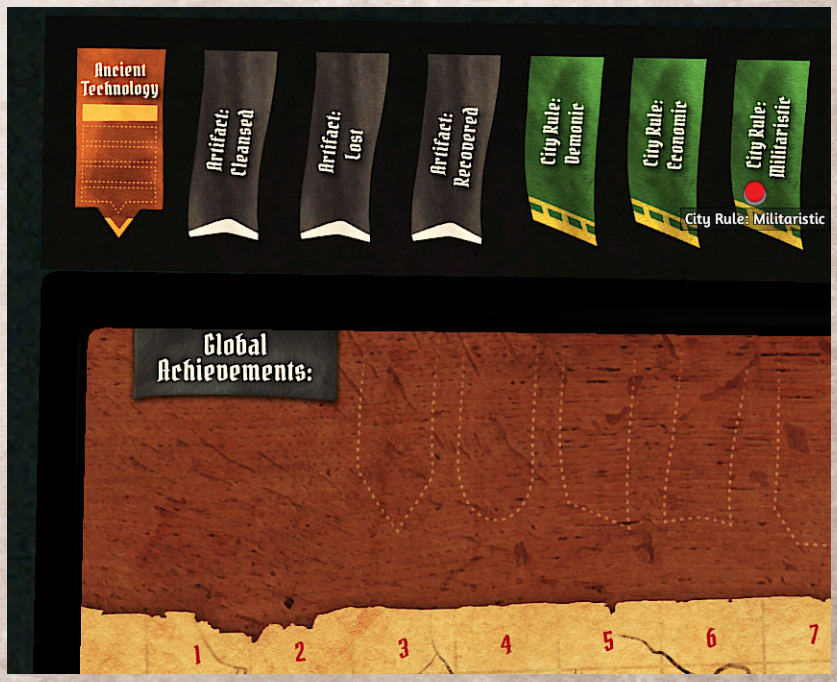
Triple-clicking will mark the stickers with a red hatch, signifying that the scenario is blocked from play for plot reasons.

Beneath the World Map is the ***Prosperity Track***. Whenever something occurs that tells you to increment this, simply click one of the boxes to add a checkmark. At each major Prosperity threshold, your city will upgrade its shop inventory, and sometimes other things may unlock as well. When Envelope B is unlocked, you can enable it on the map by clicking the bottom in the bottom-left corner.

Above the map are your current ***Global Achievements***. Clicking anywhere in this region will pull out the various Achievement banners for you to paste on to the map. Some of these have multiple stickers, such as Ancient Technology. These will automatically upgrade as you re-add them to the map.



At the beginning of every Campaign, you will begin by adding the City Rule: Militaristic sticker to your Achievements.

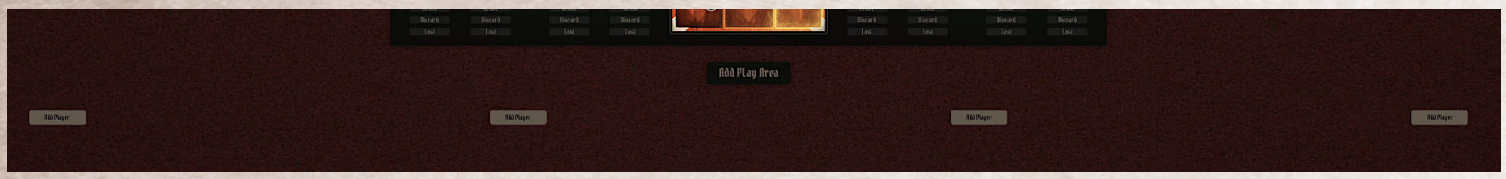


Managing Your Campaign

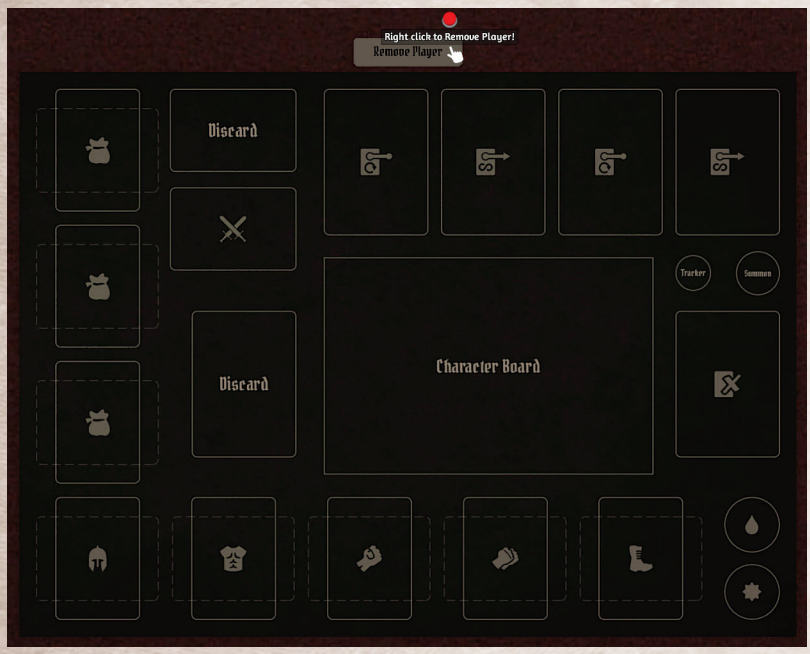
This section will cover the various tools you'll be using throughout your scenario and campaign play. Later sections will cover some of these in further detail, but ideally this should outline most of what will be relevant to the majority of your time spent in ***Gloomhaven Enhanced***.

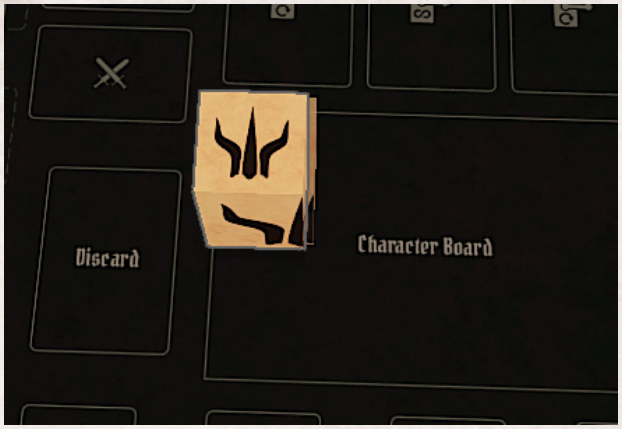
Characters

Player Mat

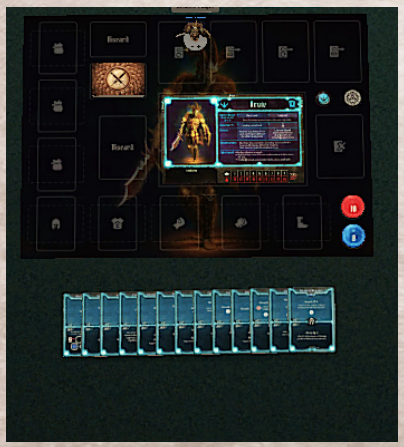


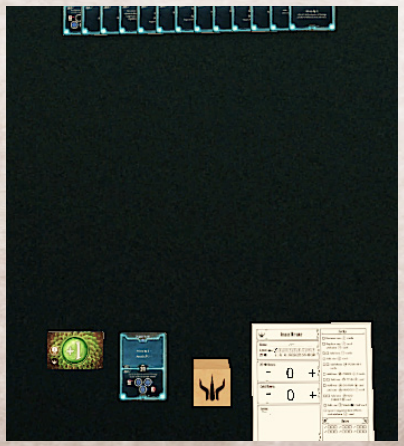
Beneath the Play Area are four buttons, one for each player slot. The automated scenario setup determines the player count based on the number of active players. To activate a player slot, simply click on these buttons. To remove a player and empty the slot, right-click the associated button. This will also re-package characters.





Once you pop up a player mat, click and drag on a character envelope to produce a tuck box that can be dropped on the player mat to set everything up. This will lay out everything automatically for you:





Once a character tuck box has been deployed, clicking on "**Remove Player**" will create a new tuck box objects with all of the character's information - including level, gold, perks, notes, items, enhancements, and advanced abilities. From here, you can either stash the tuck box away in the "Inactive Characters" envelope, or send the tuck box to retirement in the "Retired Characters" envelope. This also allows the Campaign Manager to migrate all of the character info. When you unpack this character again, it recreates all of the assets based on the stored details.

The **Play Area** buttons (p.7) will send cards to the outlined regions, as well as there being delineated locations for items, attack modifiers, character tokens, and more.

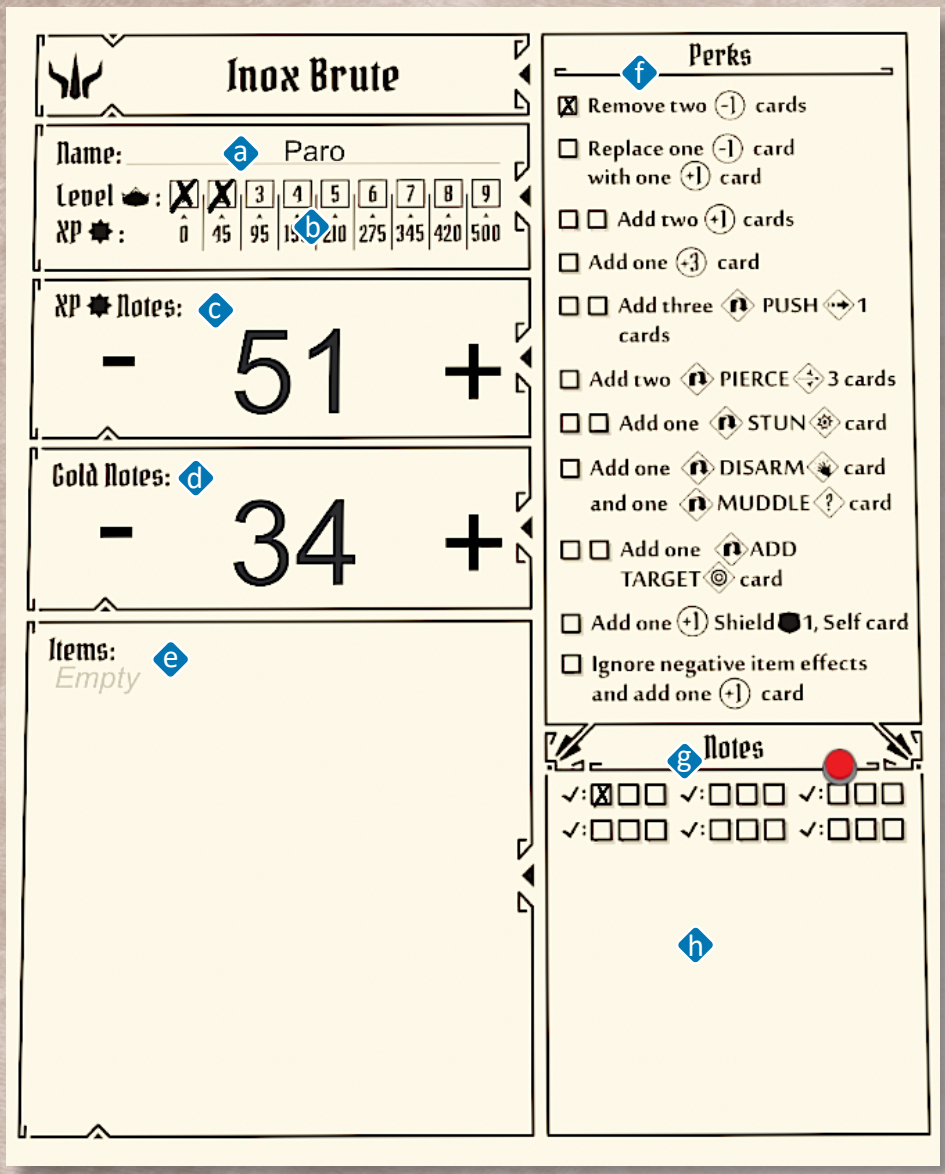
Hand Zones

The Primary Hand zone (top) is where your ability cards for the current scenario should be kept. This allows you to properly use the Sort Hand button on the **Player Interface** (p.17). You can move cards to the play area using keybinds (see p.21). The Secondary Hand zone (bottom) is where you can store unused ability cards. Both of these zones are hidden from other players by default.

Character Sheets

Your Character Sheet is where all of the information about your character is stored, including experience, gold, and perks. On the back side is a full-page text entry field for any notes you might want to keep relevant to the character outside of the private TTS notebook page.

With the inclusion of the **Campaign Manager**, your selected perks are now integrated into the retrieval of a character. It's no longer necessary to manually add and remove modifier cards - just pack and redeploy your character to automatically modify your Attack Modifier Deck based on your selected perks.


Inox Brute
Name: Paro
Level: 1 2 3 4 5 6 7 8 9
XP: 0 45 95 150 210 275 345 420 500
XP Notes: 51
Gold Notes: 34
Items:
Empty
Perks
Remove two -1 cards
Replace one -1 card with one +1 card
Add two +1 cards
Add one +3 card
Add three PUSH 1 cards
Add two PIERCE 3 cards
Add one STUN card
Add one DISARM card and one MUDDLE card
Add one ADD TARGET card
Add one +1 Shield 1, Self card
Ignore negative item effects and add one +1 card
Notes

- A character name (a) will be referenced when you enable them in the notebook options or when you pack up the character's tuck box.

- Click on these (b) to toggle the level for your character. These will automatically update your character's total XP when selected. When redeploying an inactive character, these spots are also used to adjust the maximum health automatically.

- Total XP (c) for the character is tracked here. Click +/- to adjust by one, otherwise you can just type a value into this field.

- Total Gold (d) is tracked here. The controls are the same as the XP tracker. Future updates will automate gold tracking.

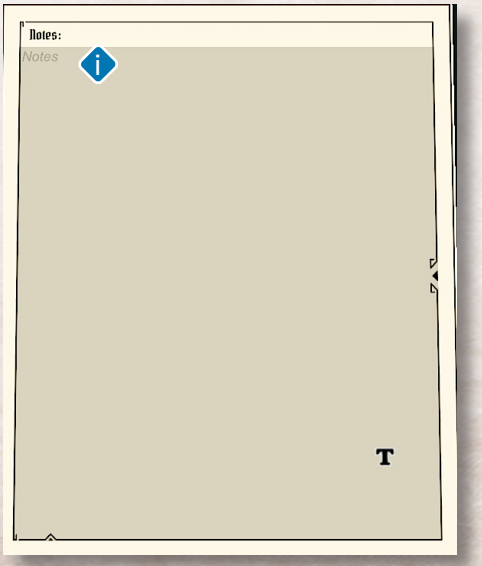
- Items belonging to your character (e) are tracked by the Campaign Manager to automatically reclaim them when redeploying an inactive character tuck box.

- Character perks (f) are used to track what changes have been applied to your Attack Modifier Deck. As mentioned, these can be applied automatically by packing and redeploying your character at any time.

- Battle Goals/"Checks" (g) are accumulated through the course of a campaign. Three of them equals another perk. You cannot obtain more than six total perks through checks.

- Notes (h) can be written in this small text field underneath your checks. Some characters have more or less space for this field.

- Expanded Notes (i) are included on the backside (press "f" to flip!) of every character sheet, addressing the note space disparity between characters. This is a full-page spread text entry field for whatever purposes you may need. Note that this field is visible to other players, unlike the player-specific notebook pages.

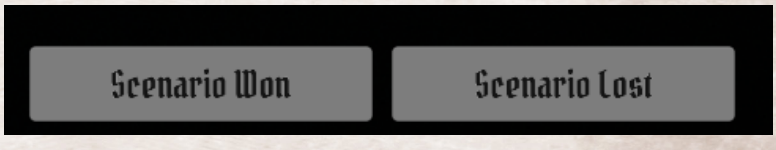


Scenario Setup

When beginning a scenario, you want to first ensure that 1). the correct number of player mats are deployed and 2). your Party Sheet reflects the proper scenario level for the party. After confirming these things, launch a Scenario from the ***Game Setup*** interface window (which comes with different display options for hidden/revealed rooms):

Scenario Completion

When concluding a scenario, ensure that all Money Tokens and Chests have been gathered on the Character Boards and that all XP has been tallied for the characters. By right-clicking the Scenario Won/Lost buttons on the Play Area (or opening the **Game Setup** interface and hitting the same buttons under the **Scenario Setup** tab), Gold and XP will be automatically added to each character sheet based on Scenario Level, and the table will be cleaned and primed for the next Scenario you select to play.



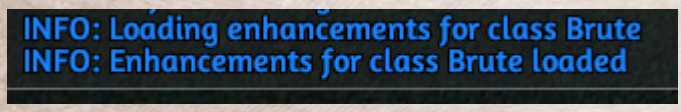
Note: This does not automatically distribute *Scenario Rewards*! Remember to check these before wrapping up the Scenario.

Enhancements

After progressing in your campaign, you'll eventually gain access to Enhancements. These are handled with TTS Decals. To Enhance an ability, first you'll want to place the card somewhere on the table on its own. Then press either the "***F9***" key or click on the "**Decal**" tool on the left side of your TTS screen:

Decal
The decal tool can be used to make card stickers, bullet holes, or other effects that need transparency. +/- to scale size. Q/E to rotate.
F9

Select the appropriate decal and click on the appropriate place on your ability card and deduct the requisite amount of gold based on the cost listed in the Enhancement Guide. The Campaign Manager will also automatically track and re-apply any of these enhancements for that class for the rest of the campaign when you retire or remake a class.

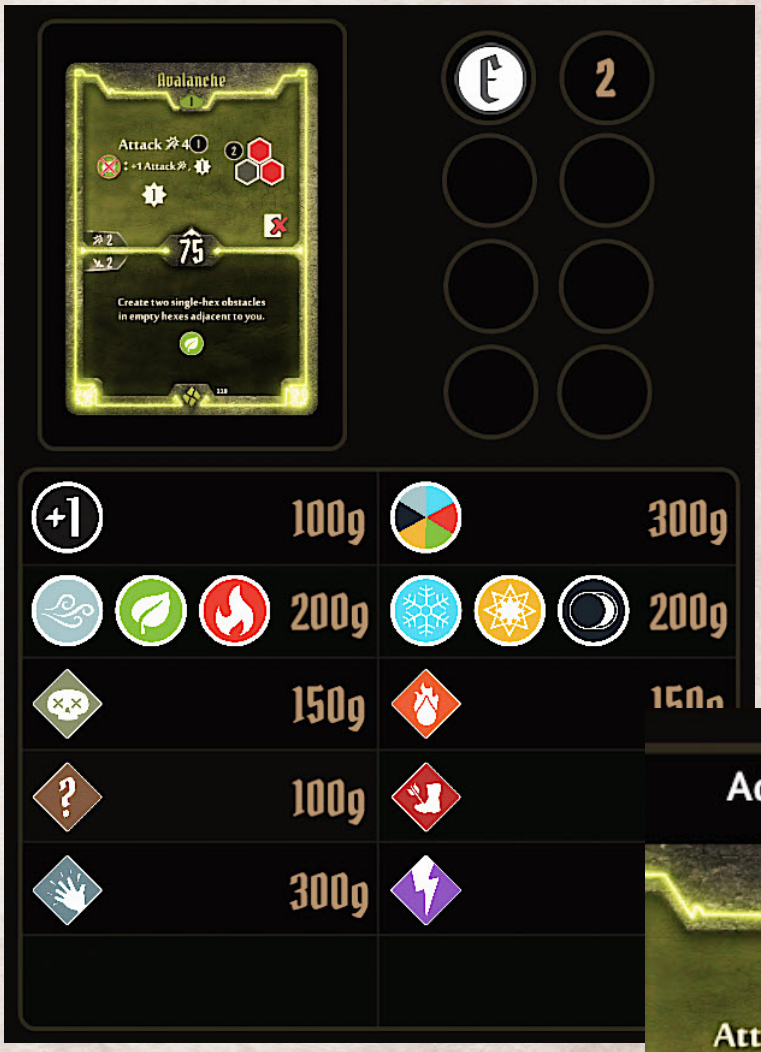


When you first gain the Global Achievement "*The Power of Enhancement*", the table will gain the Enhancement Quick Guide and the Enhancement Calculator. The guide is a short collection of pages from the Rulebook with the relevant information about Enhancement intended as a quick reference guide placed on the table with the other books.

Enhancement Calculator

The Enhancement Calculator is a tool to help you quickly find out the price of any enhancement for the 22 characters in the mod (IE characters supported by the Campaign Manager).

Note: The Calculator may sometimes stop working correctly. This can usually be resolved by simply saving your game, closing the lobby, and then reopening the file. Please report any other bugs you encounter.



To use the Calculator, just drop any ability card in the labeled spot and click on the number that correlates to the now-highlighted enhancement spots. Each valid enhancement will be shown along with its calculated price. Then, just click on the enhancement you want and a decal will automatically be applied.

Note: This will not automatically deduct Gold from your character sheet; remember to do that yourself!

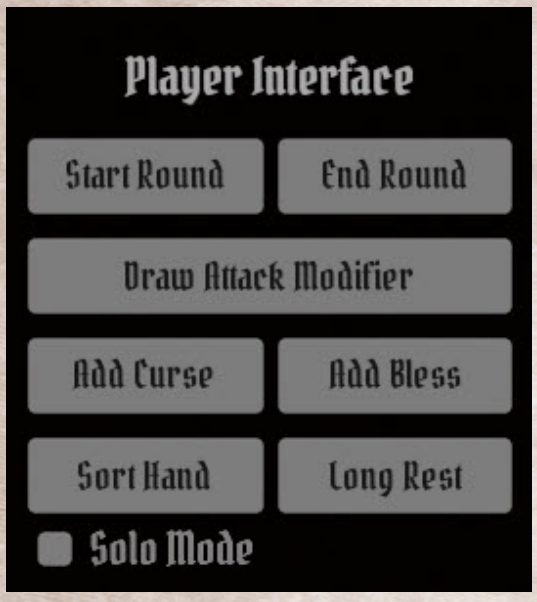
You can remove any applied enhancements by just clicking on them with the decal tool out. You should redeploy your character after applying enhancements so that the Campaign Manager can save them.

Tools for Your Campaign

We've included a number of add-ons and interface additions to make your campaign a smooth and enjoyable experience. The Campaign Manager tracks your unlocks, characters, events, prosperity, and more. The user interface has been expanded with additional features to minimize the time spent hunting for buttons on the table. There's even a helpful scenario flowchart to keep track of your progress which can be found in the **Rulebooks and Guides** bag next to the Gloomhaven box.

Battle Interface

Card Interfaces



The Player Interface includes buttons used during each player's turn, including **Start/End Round, Draw Attack Modifier, Add Curse/Bless, Sort Hand, and Long Rest.**

Start Round will check to see everybody has either confirmed their Long Rest, or that all pairs of cards have been put in play, then flip every player's face-down action cards for the turn and draw action cards for enemy currently on the map. The associated initiative information, as well as the actions each enemy will take during the turn, will then be displayed on the Initiative Tracker.

End Round will close the Initative Tracker, move the Elements to their proper columns (Strong to Waning, Waning to Inert), shuffle every deck that requires it, and return all drawn Curse/Bless cards to their respective piles.

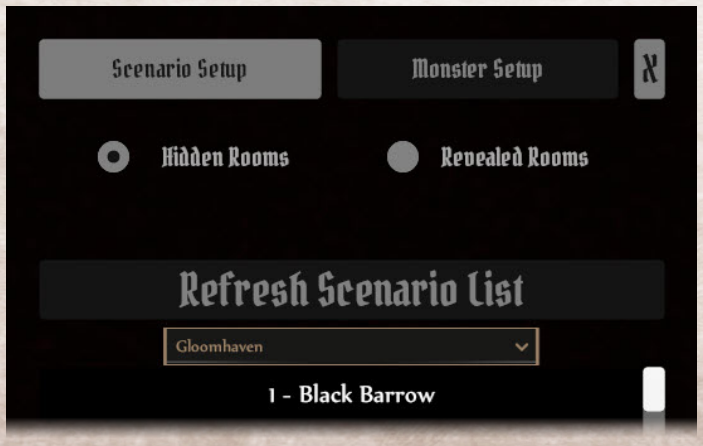
Sort Hand will sort your primary hand from fastest initiative to slowest initiative.

Long Rest will set the player's turn as 99 Initiative in the initiative tracker and allows the round to start without that player having cards in the play area.

Finally, Solo Mode is a toggle that allows one player to perform all of these actions for each character at the table. The Player and Enemy interfaces can be moved separately to suit the player's preference.

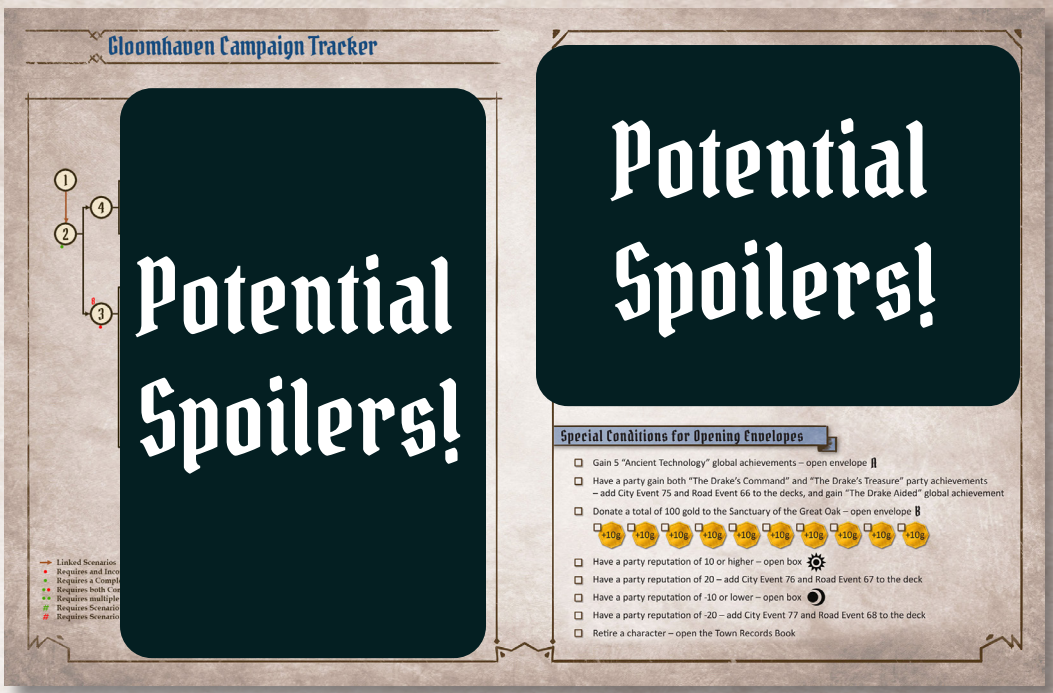
Game Setup

The **Game Setup** window is for loading a scenario or adding an enemy type. You must first refresh the list, which allows the menu to also include any custom content that's been added. The **Scenario Setup** includes a **Campaign** dropdown menu, making it easier for you to find the scenario you are looking for.



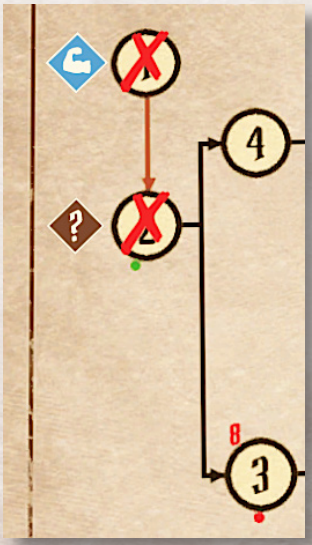
Campaign Tracker

Above the World Map is the Envelope unlock progress, with a more comprehensive Tracker available in the ***Gloomhaven*** Box. This gives you access to a flowchart of the overall campaign and connected sidequests. it also retains the section for your Envelopes.

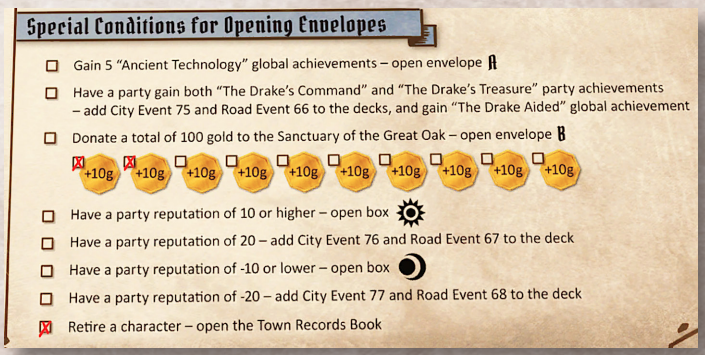

Gloomhaven Campaign Tracker
Potential Spoilers!
Potential Spoilers!
Special Conditions for Opening Envelopes
Gain 5 "Ancient Technology" global achievements – open envelope A
Have a party gain both "The Drake's Command" and "The Drake's Treasure" party achievements – add City Event 75 and Road Event 66 to the decks, and gain "The Drake Aided" global achievement
Donate a total of 100 gold to the Sanctuary of the Great Oak – open envelope B
Have a party reputation of 10 or higher – open box
Have a party reputation of 20 – add City Event 76 and Road Event 67 to the deck
Have a party reputation of -10 or lower – open box
Have a party reputation of -20 – add City Event 77 and Road Event 68 to the deck
Retire a character – open the Town Records Book

The Campaign Manager will also reference these, so it's good to keep them updated!

This flowchart is mostly just a simple tracker with a toggle for checked/uncheck. You can apply Decals to it for tracking information if you so choose. Chests, achievements, whatever you find useful for your campaign!



In this example, we've used the Strengthen decal to denote a collected chest, and the Muddle decal to denote an uncollected chest.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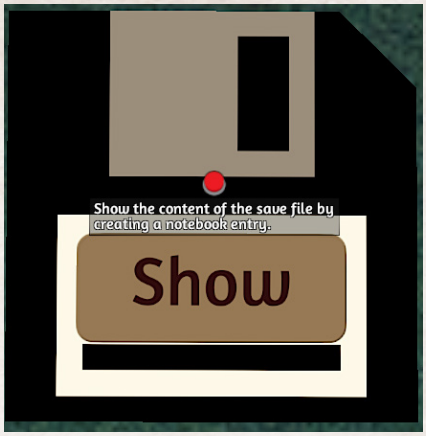
Retire a character – open the Town Records Book

The Campaign Tracker should be a good tool for helping keep your party organized and on track from week to week, but is by no means necessary. Be sure to pay attention to the connections and scenario requirements.

Campaign Manager

You've likely seen the Campaign Manager referenced a number of times throughout this guide. It is the spine of your table, used to keep everything sorted and easily accessible. It is responsible for tracking all of the following: Characters, Retirements, Scenarios, Treasures, Shop, Events, Achievements, Party Sheet, Prosperity, and Game Options.



To ensure a clean save/load process, please take note of the following recommendations:

- Give your party a name on the Party Sheet
- Ensure any abilities not unlocked are in a deck named ***"Advanced Abilities"*** within your character area
- If there is a Campaign Manager already on the table, pack and redeploy any characters that have received Enhancements on a Play Mat to ensure they are saved
- Pack your Item Shop and ensure all items that were in the shop area get pulled back into the ***"Shop Offer"*** deck
- All of your events are either sorted into the area for the ***"Active Events"*** deck, or events not yet obtained kept in the card belt on the right side of the table

By clicking on "**Export**" on the Campaign Manager, a small disc object is produced for you to use when loading a Campaign. This can also be carried into a different table or to an updated version of Gloomhaven Enhanced. If you click on "**Show**", it will bring you to a Notebook page with a text document you can copy and save locally. This can be used to load a campaign in lieu of the object itself.

By clicking on "**Import**" on the Campaign Manager, it will first search for a disc object from a Campaign Manager export. If it does not locate one, it will then look for a Notebook page titled "**Savefile**", which has to be manually created using the text document from the disc object.

Note: You should only perform an Import on a FRESH instance of Gloomhaven Enhanced - attempting to load into an in-progress campaign will destroy your table and necessitate a reload.

Migrating Your Campaign

The Campaign Manager can be used to migrate between ***Fantasy Setup 2.0*** (FS2.0) and ***Gloomhaven Enhanced*** (G.E.). Migrating from ***FS2.0*** to ***G.E.*** is slightly more involved but this guide will include the necessary instructions. Any save from ***G.E.*** will be straightforward for campaign migration, including updating to future revisions.

FS2.0 -> Enhanced

- Load your ***Fantasy Setup 2.0*** save, then additive load (select the save file in your TTS load menu, then select Additive Load) **Sebästschjin's** [Gloomhaven - Campaign Manager] Workshop Mod. https://steamcommunity.com/sharedfiles/filedetails/?id=2163619993

- If you are using *Jaws of the Lion* (*JOTL*) or custom classes, this will not migrate their abilities or enhancements; you'll need to do this yourself. ***Gloomhaven Enhanced*** does support *JOTL* classes, so their perks will be handled and their Attack Modifier Decks updated.

- Custom Classes will not have their perks handled, so you'll need address their attack modifiers manually.

- Personal Quests may not migrate correctly; please check these when you load into the new version.

- If you have old characters on your board, it is advisable to repack them once you have a Campaign Manager present, as this will ensure that their enhancements get carried over. Once you complete this and click Save, they will be present in your save data as inactive characters, and will be respawned above the party sheet.

Enhanced A -> B

- Clicking on the "***Save***" button on the Campaign Manager located on your table will produce a Save Object.

- Carry this to a fresh ***Gloomhaven Enhanced*** table (by right-clicking on the Save Object and Saving it locally) and click the "***Load***" button. Otherwise, check the information on p.16 on how to get a Notebook file to use for loading instead.

Enhanced -> FS2.0

- Clicking on the "***Save***" button on the Campaign Manager located on your table will produce a Save Object. Otherwise, check the information on p.16 on how to get a Notebook file to use for loading instead.

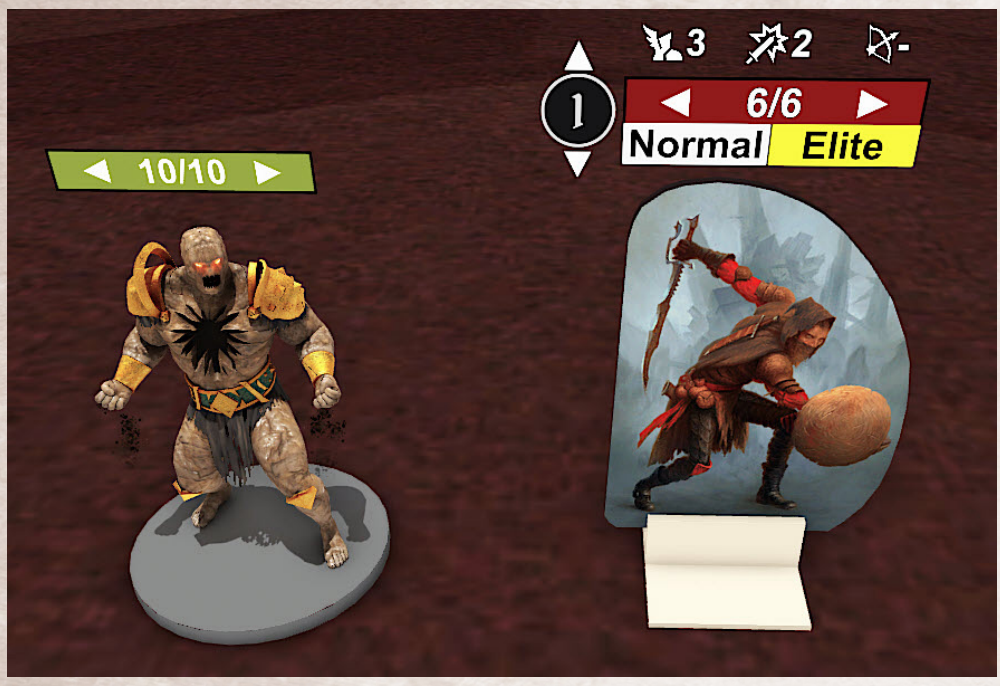
- Load a fresh ***Fantasy Setup 2.0*** table, then additive load **Sebästschjin's** [Gloomhaven - Campaign Manager] Workshop Mod.

- Drop in your Save Object or fill in the Notebook page, then click the "***Load***" button on [Gloomhaven - Campaign Manager].

Hotkeys

Gloomhaven Enhanced offers several useful and convenient hotkeys, as well as a number of less obvious features that can be put to use during your campaign.

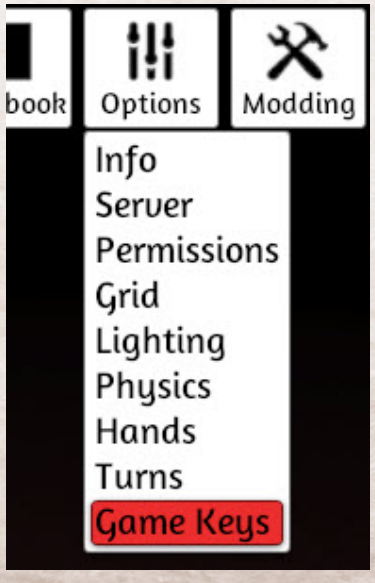
Standee Buttons



If you need to manually adjust the Maximum Health of a figure, change an enemy's initiative order or change an enemy's Normal or Elite status, you can click on the middle of their health bar to pull up the manual adjustment controls. When you're finished, click on the same spot to put the controls away. The health bars automatically adjust to face the players whenever a standee is rotated.

Shortcut Keys

- "F" will flip a card
- "R" will shuffle a deck
- "G" will group highlighted cards together into a deck
- "1-9" while highlighting over a deck will draw that many cards; take caution when using this, as it can result in unintended interaction if it attempts to draw parts of the game board
- Holding "Mouse 3" (scrollwheel) will allow you to quickly pan around the table; "W" "A" "S" "D" for smoother scrolling
- Holding "ALT" will zoom in on most things, such as cards or standee art. Scrolling with the mousewheel will zoom in and out further. Pressing "SHIFT" while holding "ALT" will peek at the opposite side of what you're zooming on.
- Additional mod functions can be bound to keys under **Options > Game Keys**:



Extra Content

We've included a host of extra content to keep your table fresh.

Random Dungeon Generator

One of the most arduous aspects of playing ***Gloomhaven*** via Tabletop Simulator was setting up Random Dungeons. Gloomhaven Enhanced includes a convenient tool, the Random Dungeon Generator (RDG), to automate this feature and simplify the Random Dungeon experience.

To use the RDG, place a Room and/or Monster card in the requisite locations, and click "Generate."
If you have both a Room and a Monster card, the entire tile will be fully populated in the correct positions immediately. If you only have one of the cards, then the RDG will only generate that half of the set. Be sure your party's Scenario Level is set correctly before generating your dungeon.

Note: Be sure to clear the enemies from the table before making the third room of a Random Dungeon if there's more than 5 unique types of enemies on the board already. Otherwise, the RDG may fail to populate additional enemies.

Seeker of Xorn Content

It's very common to have already completed some or all of the scenarios that the *Seeker of Xorn* personal quest requires by the time somebody in your party receives it. To that end, Marcel Cwertetschka (who would eventually go on to design the ***Forgotten Circles*** expansion campaign) created a series of bonus scenarios intended to remedy this issue. We've fully incorporated them into the ***Gloomhaven Enhanced*** module, so when somebody draws this particular personal quest, they should see a button to unlock this content.

Clicking on this button will place the first City Event on the top of your Active City Event deck. Additional related events will be placed in your unlockable events deck.

These events will lead you around the World Map to the new set of SoX Scenarios. Be sure to read their rules carefully.

Jaws of the Lion Battle Goals

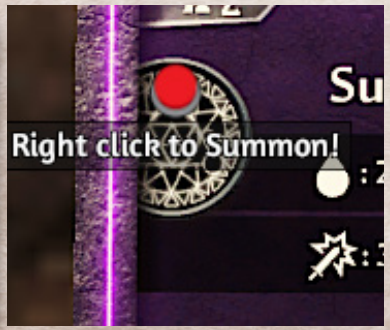
We've included the Battle Goals introduced in the *Jaws of the Lion* (*JOTL*) campaign. These are largely comprised of many of the same Battle Goals found in *Satire's Extended Battle Goals* (*SEBG*), which were developed by the same team. Here's a quick reference of which of these to exclude/remove from this deck before merging them with your base game set:
Diehard, Scrambler, Straggler, Opener, Pacifist, Sadist, Fast Healer, Masochist

Note: If you are including SEBG to your base game set, then the only JOTL Battle Goals you should include are ***Altruist*** and ***Trailblazer.***

Additional Mod Content

Stamina Potion were adjusted in errata produced by Isaac Childres. ***Gloomhaven Enhanced*** includes these revised item cards, allowing them to replace previous versions of the Stamina Potion item cards. These can be found underneath the Shop belt. All summon abilities and items include fully-scripted spawnable ***Summon Standees***. Right-click the summon token icon on a card or open the ***Context Menu*** on the figure with the ability (see p.24). Enhanced summon abilities will automatically adjust the stats on their standees.

In January, 2019 it became "official errata" for English-language versions of Gloomhaven that the Minor Stamina Potion (Item 013) and Major Stamina Potion (Item 034) had their Recover values reduced by one each.
In other language versions of the game this was made properly official in print, but was never updated outside of the FAQ for English.
You will find updated versions of these items for use in this module. Enjoy!



Context Menu

You can bind a hotkey or mouse button to toggle the ***Context Menu*** while mousing over a figure. This opens an on-screen interface with all available summons, spawnable overlay tiles, class tokens, and conditions that can be applied to the figure.

- ***Left-click*** any of the icons to add the selected menu option to the figure and close the Context Menu.
- ***Right-click*** an icon to add while leaving the menu open to add other conditions/etc.
- You can hide the Context Menu with no action by pressing the same keybind used to open it.

Envelope X 2.0

In Frosthaven Kickstarter Project Update #99, Cephalofair revealed a refresh to the contents of ***Envelope X***. This update has been fully integrated into Gloomhaven Enhanced, replacing the original Envelope X contents.

Custom Content

The creators of ***Gloomhaven Enhanced*** are massive fans of Community-Created Custom Content and plan on adding support for more custom content over time. If there's anything you're interested in seeing included, please contact us on the Workshop!

Satire's Extended Battle Goals

The base game has a limited number of battle goals. *Satire's Extended Battle Goals* (SEBG) is a massive stack of 54 additional battle goals that should greatly increase the variety of available goals and minimize the number of duplicate goals that players draw.

Note: If you want to also add Jaws of the Lion (JOTL) Battle Goals alongside SEBG, the only ones from JOTL you should include are ***Altruist*** and ***Trailblazer.***

The Crimson Scales

Gloomhaven Enhanced now fully supports integrated custom characters, enemies, conditions, summons, scenarios, and overlay tiles. This means that The Crimson Scales community campaign is now compatible!

- 14 new classes
- 72 fully scripted scenarios
- 120 events
- 100 new items
- ***Trail of Ashes*** expansion content including 5 additional classes and 16 scenarios coming soon!

Subscribe to the official mod at https://steamcommunity.com/sharedfiles/filedetails/?id=2831642358.

You can read more about The Crimson Scales at https://www.thecrimsonscales.com/.

You can find out about these classes and more at the ***Gloomhaven Custom Content Unity Guild*** Discord! https://discord.gg/2kM4T6p

Note: The CCUG is absolutely overflowing with spoiler content! Do *not* join if you are at all concerned about being spoiled on content. To even access the server requires knowledge of *deep spoilers.*

Credits

This module is brought to you by a determined group of creators, namely: ***SydneyS, Dule, DblTapThat, Sebästschjin, Appointed Pie, Reth, eXitus,*** and ***Polyglottus.***

Our hard work would be for all for naught without the support of other community creators.
We'd like to give thanks to the following people:

- **Isaac Childres** for being a radical dude who made a bad ass game we all love
- **Marcel Cwertetschka** for his work on *Gloomhaven*, Fantasy Setup, and with the community
- **Team "Satire"** for their Battle Goals and work on *Jaws of the Lion*
- **GabrielM** and **Kijan** for allowing us to use their Fantasy Setup mod as a base
- **any2cards** for helping with the higher quality assets
- **Mr_GoodAtNames** for the Forgotten Circles assets
- **GrandDuke** for the improved boss immunities UI
- **testim** for mentoring Polyglottus the dank arts of graphic design
- **Cory Galliher** for expert proof-reading, and sticking with us through *Gloomhaven* for the past year
- **Mina** for being an absolute delight and supporting us every step of the way
- **Rita** for the initial item shop sorting code
- **Nerdhaven** for new copyright free summon artwork, and Crimson Scales scripting

Finally, we'd like to thank ***you*** for subscribing to this module. It means a lot to us that players are enjoying Gloomhaven with the quality-of-life improvements we've made!

If you'd like to get involved with the community, check out our Discord at: https://discord.gg/SA9hHVNkMf

May your spells incinerate your enemies, and your blades shatter the bones of those who cross you.
Happy hunting, fellow Mercenaries.